QS Wallstation Programming Guide

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Overview

These instructions apply to standalone systems with components limited to GRAFIK Eye QS control units, Sivoia QS shades, Energi Savr Node units, and seeTouch, seeTouch International, Signature Series, and Architrave QS wallstations. For systems containing other components, please refer to the documentation that accompanied those devices for system setup and operation instructions.

QS wallstations can be programmed to control lights, shades, or lights and shades. Unprogrammed (out-of-box) QS wallstations, Sivoia QS shades, GRAFIK Eye QS control units, and Energi Savr Node units will all work together until they are programmed otherwise. Contact closure inputs allow operation with occupancy/vacancy sensors, partitioning, and more.

For installation, wiring, and mounting instructions, please see the Installation Guide that shipped with your wallstation, or find it online at www.lutron.com/qs.

For advanced programming information, see "Advanced Programming for the seeTouch QS Wallstation" Application Note 428 at www.lutron.com/qs.

For programming QS wallstations to control Energi Savr Node systems, see "Energi Savr Node Handheld Programming Guide" at www.lutron.com

Enter Programming Mode

**Note:** Only one wallstation can be in programming mode at a time.

* Press and hold the top and bottom buttons on the wallstation for 3 seconds (not including raise/lower buttons). For 1-button wallstations, press and hold the single button for 10 seconds. (LEDs will flash periodically.)

**Note:** For wallstations with two sets of buttons, you will program each set as if each were its own wallstation. For multigroup shade wallstations, first select the group, then program the wallstation for that group.

* Press and hold the top and bottom (or single) button(s) for 3 seconds to exit programming mode.
Select Wallstation Function (optional)

Once the wallstation is in programming mode, the info screen on the GRAFIK Eye QS control unit will display a prompt to change your wallstation’s function (type).

Press the OK button on the GRAFIK Eye QS control unit to display the current wallstation function/type. To change, use the master buttons to scroll through the available choices until the function you want displays on the info screen.

The keypad menu will display only functions that are available for the wallstation model that is “talking” to it. The example shown here is for a 5-button wallstation with raise/lower buttons.

Press the OK button to accept and save your highlighted choice.

Note: If there is no GRAFIK Eye QS control unit present in the system, use Advanced Programming Mode to change the keypad type. For advanced programming information, see "Advanced Programming for the seeTouch QS Wallstation" Application Note 428 at www.lutron.com/qs.

Associate Wallstations

To tell your wallstation which GRAFIK Eye QS control unit(s), Sivoia QS shade(s), or Energi Savr Node unit(s) “listens” when it “talks”, you must associate them to the wallstation. Their action will depend on the wallstation’s programmed function; refer to pages 10 and 11 for available functions for each wallstation. Instructions for programming each of the functions are on the pages that follow; perform only one of the following for each wallstation (or button column, as applicable) with the wallstation in programming mode.
Scene, Panic, or Sequence Wallstation

Press and hold the top button on the GRAFIK Eye QS control unit lighting column for 3 seconds. Repeat for each control unit you want to “listen” to the wallstation for the selected function.

**Note:** To stop a control unit from “listening” to a wallstation, press and hold the bottom button for 3 seconds on the lighting keypad of the control unit you want to stop listening.

**Scene:** Each wallstation button selects a preprogrammed scene from the GRAFIK Eye QS control unit.

**Panic:** 2-button wallstations only. A button press activates/deactivates Scene 16 for all assigned zones, and prevents other button presses from changing the scene. When deactivated, the previous scene is reinstated.

**Sequence:** 2-button wallstations only; for showroom-type applications. A button press initiates/stops the preprogrammed sequence of Scenes 5 through 16 or Scenes 1 through 4, using their assigned fade rates.

**Exit programming mode as you entered it.**
Partition Wallstations

**Partition:** Used for rooms that can be divided by one or more partitions into smaller spaces. The LED on the assigned button indicates whether the partition should be considered open (LED is lit; control units work together as one) or closed (LED is off; control units work independently in separate spaces). A contact closure will open the partition; a contact opening will close the partition. When the partition between two GRAFIK Eye QS control units is open, the control units act together.

**2B Partition:** 2-button wallstations only. The top button indicates partition open, and the bottom button indicates partition closed.

On each GRAFIK Eye QS control unit within the partitioned space, press and hold the top button on the lighting column until its LEDs flash in unison. The control units will then function together when the partition is open.

**All other partition wallstations:** On the wallstation, press the button you want to use to control partition function. Its LED will blink slowly. Then, on each GRAFIK Eye QS control unit that is related to that partitioned space, press and hold the top button on the lighting column until its LEDs flash in unison.

For multiple partitions, repeat for additional buttons on the partition wallstation, and the related control units.

**Note:** To stop a control unit from “listening” to a wallstation, put the wallstation in programming mode, then press and hold for 3 seconds the bottom button on the lighting keypad of the control unit you want to stop listening.

Exit programming mode as you entered it.
Fine Tune Wallstations

Fine Tune: 2-button wallstations only. A button press raises/lowers all associated zones.

Enter programming mode on the GRAFIK Eye QS control unit: Press and hold the top and bottom scene buttons (together) for 3 seconds. Still on the GRAFIK Eye QS control unit, press and release the raise and lower buttons together for the zone you want the wallstation to fine tune. Repeat for additional zones on the control unit, or on additional control units. On assigned zones, LEDs flash, and on unassigned zones, the 3 middle LEDs light.

Note: To stop a zone from listening to a wallstation, put the wallstation in programming mode, and press the raise and lower buttons (together) on the zone you want to stop listening.

Exit programming mode as you entered it.

Zone Toggle Wallstations

Zone toggle: A button press toggles between a programmed level and Off for all assigned zones.

On the wallstation, press the button you want to program to toggle zones. Its LED will blink slowly.

On the GRAFIK Eye QS control unit, for the zone you want to assign to the wallstation, use the raise and lower buttons to set the desired level. The LEDs will indicate the level. Then, press and release those raise and lower buttons (together) to assign that zone to the wallstation. On assigned zones, LEDs flash at the programmed level, and on unassigned zones, the 3 middle LEDs light.

Repeat for each zone you wish to assign on the control unit, or for zones on additional control units.

Finally, repeat to program the remaining buttons on the wallstation to their respective zones.

Note: To stop a zone from listening to a wallstation, press the raise and lower buttons (together) on the zone you want to stop listening.

Exit programming mode as you entered it.

Note: A level of “Off” is not programmable in a zone toggle wallstation.
Shade Wallstations

Assign EDUs to a Wallstation

To be able to adjust shade limits, your wallstation must have raise/lower buttons. If your model does not have these, contact Lutron Customer Support or refer to your shade documentation to use the button on your electronic drive unit (EDU) to manually set limits. If your wallstation has multiple sets of buttons, the top and bottom buttons of the opposite set of buttons function as raise/lower buttons (top button is raise; bottom button is lower).

Put the wallstation into Programming Mode, as described above. Press the top button on the wallstation. Each time you press the top button, a different EDU that is assigned to that wallstation will repeatedly open and close in an 8 in (200 mm) range. Press the top button until the EDU you wish to assign to the wallstation moves. (You can also use the bottom button, which moves through the EDUs in the opposite order.)

Assign or unassign the currently selected EDU to the wallstation using the raise and lower buttons:

- The lower button assigns the selected EDU.
- The raise button unassigns the selected EDU.

Check shade assignments: EDUs for shades assigned to the wallstation will be at their close limit, and EDUs for shades not assigned to the wallstation will be at their open limit.

Note: Once you have assigned shades to a wallstation and exited programming mode, you will notice the following additional functionality:

- When some or all EDUs assigned to a wallstation are moving, press any button on the wallstation to immediately stop all assigned EDUs.
- The preset buttons are now programmable (see "Preset Adjustment" section).
- The LED for any shade column indicates that shade or shade group’s position.

Exit Programming Mode as you entered it.
Shade Wallstations (continued)

Notes

- Entering Limit Setup mode will cause the shades to move approximately 8 in (200 mm) up and down. Be sure that each shade is positioned so that the fabric can safely move this distance up and down before entering Limit Setup Mode.

- To be able to adjust shade limits, your wallstation must have raise/lower buttons. If your model does not have these, contact Lutron Customer Support or refer to your shade documentation to use the button on your electronic drive unit (EDU) to manually set limits. If your wallstation has multiple sets of buttons, the top and bottom buttons of the opposite set of buttons function as raise/lower buttons (top button is raise; bottom button is lower).

- Make sure the wallstation is not in programming mode when you attempt to enter Limit Setup Mode.

- At any time while in Limit Setup mode, you can move all shades together to their current open limit by double-tapping the top button on the wallstation, or to their current close limit by double-tapping the bottom button.

Setting Limits

1. On your shade keypad, press and hold the top and raise buttons for 5 seconds. The LEDs next to the top and bottom buttons will flash together.

2. Select the EDU you want to adjust using the top button on the shade button group. Each time you press and release the top button, a different EDU that is assigned to that shade button group will open and close in an 8 in (200 mm) range to indicate it is selected.

   Tap the top button until the EDU for the shade you wish to adjust moves. (You can also use the bottom button, which moves through the EDUs in the opposite order.)

3. Adjust the currently selected EDU to the desired level for the open limit (the maximum the shade is allowed to open) using the raise and lower buttons.

4. Press and hold the top button on the shade button group for 5 seconds to store the current position as the open limit. The LED next to the top button will flash quickly for 2 seconds.

5. Adjust the currently selected EDU to the desired level for the close limit (the maximum the shade is allowed to close) using the raise and lower buttons.

6. Press and hold the bottom button on the shade button group for 5 seconds to store the current position as the close limit. The LED next to the bottom button will flash quickly for 2 seconds.

7. Repeat steps 2 through 6 to set the open and close limits for each shade.

8. Press and hold the top and raise buttons on the shade wallstation for 5 seconds to exit Limit Setup mode.
Preset Adjustment:
All Shades to the Same Level

Notes

• Make sure the wallstation is not in Programming Mode before adjusting a preset using this method.
• The top button will always open the shades fully, and the bottom button will always close the shades fully. Only the shade presets activated by the intermediate buttons can be reprogrammed.

1. Use the raise and lower buttons on the shade button group to set all electronic drive units (EDUs) of the shades to the desired preset levels.

2. Press and hold the button whose preset you wish to adjust on the shade button group for 5 seconds to save the EDU preset positions. The LED next to the button will flash and then light continuously, indicating the preset has been stored.

Preset Adjustment:
Shades to Different Levels

1. On the shade button group whose preset you wish to adjust, press and hold the top and bottom buttons. The LEDs next to the buttons will flash. EDUs for the assigned shades will move to their closed limits, and EDUs for unassigned shades will move to their open limits.

2. Press and release the button whose preset you wish to adjust on that shade button group. The adjacent LED will blink rapidly. EDUs for assigned shades will automatically move to their current preset settings.

3. Use the raise and lower buttons to move all EDUs for assigned shades together to the desired preset setting.

4. To move an EDU individually to its desired preset setting, select the EDU using the top button on the shade button group. Each time you press and release the top button, a different EDU that is assigned to that shade button group will open and close in an 8 in (200 mm) range. Press repeatedly until the EDU for the shade you wish to adjust moves. Adjust that EDU to the desired height using the raise and lower buttons. Repeat this step for all assigned EDUs.

5. Once you are satisfied that all the assigned EDUs are set to the positions you want to assign as the preset, press and hold that preset button for 5 seconds. The preset will be saved.

6. Press and hold the top and bottom buttons on the shade button group for 5 seconds to exit to normal mode. The LEDs next to the buttons will stop flashing.
### Default Button Functions: General (EGN) or Standard (E01) Engraving

<table>
<thead>
<tr>
<th>Single Keypads</th>
<th>1B</th>
<th>2B, 2BRL</th>
<th>3B, 3BRL</th>
<th>4B</th>
<th>5B, 5BRL</th>
<th>7B</th>
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<tbody>
<tr>
<td><strong>Engraving/Model</strong></td>
<td><strong>EGN</strong></td>
<td><strong>QSWS2</strong></td>
<td>Scene 1, Off</td>
<td>Scene 1, Off</td>
<td>Scenes 1-3</td>
<td>----</td>
</tr>
<tr>
<td></td>
<td><strong>QSWE</strong></td>
<td>Scene 1, Off</td>
<td>Scene 1, Off</td>
<td>Scenes 1-2, Off</td>
<td>Scenes 1-3, Off</td>
<td>Scenes 1-4, Off</td>
</tr>
<tr>
<td></td>
<td><strong>QSWAS</strong></td>
<td>Scene 1, Off</td>
<td>Scene 1, Off</td>
<td>Scenes 1-2, Off</td>
<td>----</td>
<td>Scenes 1-4, Off</td>
</tr>
<tr>
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<td><strong>QSWA</strong></td>
<td>----</td>
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<td>----</td>
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<td>----</td>
</tr>
<tr>
<td><strong>E01</strong></td>
<td><strong>QSWS2</strong></td>
<td>----</td>
<td>Open/Close</td>
<td>Open, Preset, Close</td>
<td>----</td>
<td>Open, Presets 1-3, Close</td>
</tr>
<tr>
<td></td>
<td><strong>QSWE</strong></td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>Open, Presets 1-3, Close</td>
</tr>
<tr>
<td></td>
<td><strong>QSWAS</strong></td>
<td>----</td>
<td>Open/Close</td>
<td>Open, Preset, Close</td>
<td>----</td>
<td>Open, Presets 1-3, Close</td>
</tr>
<tr>
<td></td>
<td><strong>QSWA</strong></td>
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<td>----</td>
<td>----</td>
<td>----</td>
</tr>
</tbody>
</table>

**Legend:**

- ![Light Control](image)
- ![Shade Control](image)
## Default Button Functions: General (EGN) or Standard (E01, E02) Engraving

<table>
<thead>
<tr>
<th>Dual Keypads</th>
<th>Engraving/Keypad</th>
<th>1RLD</th>
<th>2RLD</th>
<th>3BD</th>
<th>6BRL</th>
<th>7BRL</th>
<th>8BRL</th>
<th>10BRL</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>EGN</strong></td>
<td>Top/Left</td>
<td>Scenes 1-3</td>
<td>Scene 1, Off</td>
<td>Scenes 1-3</td>
<td>Scenes 1-2, Off</td>
<td>Scene 1, Off</td>
<td>Scenes 1-2, Off</td>
<td>----</td>
</tr>
<tr>
<td></td>
<td>Bottom/Right</td>
<td>Open/Closed</td>
<td>Open/Closed</td>
<td>Open, Preset, Close</td>
<td>Open, Preset, Close</td>
<td>Open, Presets 1-3, Close</td>
<td>Open, Presets 1-3, Close</td>
<td>----</td>
</tr>
<tr>
<td><strong>E01</strong></td>
<td>Top/Left</td>
<td>Groups 1-3</td>
<td>Open/Closed</td>
<td>Open, Preset, Close</td>
<td>Groups 1-3</td>
<td>Groups 1-2</td>
<td>Groups 1-3</td>
<td>Scenes 1-4, Off</td>
</tr>
<tr>
<td></td>
<td>Bottom/Right</td>
<td>Open/Closed</td>
<td>Open/Closed</td>
<td>Open, Preset, Close</td>
<td>Open, Preset, Close</td>
<td>Open, Presets 1-3, Close</td>
<td>Open, Presets 1-3, Close</td>
<td>----</td>
</tr>
<tr>
<td><strong>E02</strong></td>
<td>Top/Left</td>
<td>Blackout, Sheer, Both</td>
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<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
</tr>
<tr>
<td></td>
<td>Bottom/Right</td>
<td>Open/Closed</td>
<td>----</td>
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<td>----</td>
<td>----</td>
<td>----</td>
<td>----</td>
</tr>
</tbody>
</table>

**Legend:**

- ![Light Control](image)
- ![Shade Control](image)